

KU-RING-GAI DISTRICT SCOUTS

RAFT RACE GUIDE v0

Sunday 3 March 2025

The Raft Challenge to embraces planning, building, leading, teamwork, innovation, decorating and racing the rafts.

Most of all – have FUN!

COST: **\$10 per Scout – Pre Payment** to fund the Northern Beaches Council booking fee and the cost of prizes and other items provided.

LOCATION: Northern side of Narrabeen Lake, adjacent to Billarong Reserve and off the Wakehurst Parkway, Narrabeen (next to Elanora Heights Scout Hall).

PARKING: Available in the Reserve – Meter Parking – Fees Apply.

FACILITIES: Public toilets and gas BBQs available.
Elanora Scout Hall is out of bounds.

REGISTRATION: Troops need to pre-register rafts, raft captains and Scouts.
Registration via Sydney North registration system. [Ku-ring-gai District Raft Race - Sydney North Region Scouts \(sydneynorthscouts.com\)](https://sydneynorthscouts.com)

TIMING:

7:00am	ARRIVAL
7:00am-9:30am	BUILD RAFT: Construct raft
7:00am-9:00am	REGISTRATION: Raft Captains to confirm pre-registration
8:00am	LEADER MEETING: All leaders required to attend
From 9:00am	JUDGING: Rafts inspected and judged before racing
From 10:00am	START: Le Mans start – all rafts together
To 11:00am	FINISH: Last raft must finish by 11am
11:30am	PRESENTATION OF AWARDS
12:00noon	FINISH & DEPARTURE

Please ensure the area is clean before your departure. If we leave a mess Northern Beaches Council may prevent us from using the area again.

WEATHER:

The race will proceed rain or shine – unless extreme conditions apply (storm, dangerous winds, hail). Final decision will be made on site.

Scouting Skills

Scouts must demonstrate Scouting Skills in construction using rope/knotting skills - SCOUT SECTION knots and lashings. Construction on-site (no pre-made rafts) - at least 30 minutes by the whole crew.

Restrictions for both Divisions:

NO motor-powered or jet propulsion is allowed. NO electricity to be used.

NO assistance allowed from powerboats, canoes or any other craft – except in emergency.

Scouts ARE NOT permitted to swim behind a raft, using their legs and arms for propulsion.

Crew composition Minimum number – FOUR (4) Scouts, Cubs in transition are permitted

Maximum number – TEN (10) Scouts, Cubs in transition are permitted

No Venturers will be permitted to race

Traditional Raft Construction

Timber spars with lashing rope, Drums of metal or plastic or rubber tyres. NO plastic pipes.

PROPULSION: Sails and/or human-powered paddling. Either single or double paddles and poles for pushing a raft over a sandbar or away from reeds.

Non-Traditional Raft Construction

PERMITTED: Any floatation and person-powered propulsion is allowable. Construction must take at least 30 minutes to complete on site. Extra points for innovative use of materials.

SCORING ATTRIBUTES

No.	Attribute	Max
1	PLAN: Idea preparation and planning (Documented design/plans)	20
2	DO: Collaboration (Leadership, Teamwork, Sportsmanship)	20
3	DO: Traditional Scout Skills (per Scout Fieldbook)	20
4	DO: Innovation (Originality, Simplicity, Sustainable use of Materials)	20
5	DO: Dress Up and Raft Decoration	20
6	DO: Performance (Score based on Start to Finish time)	50
	TOTAL	150

AWARDS:

Overall Score Winner – Raft Race Trophy

Race 1st Place for the Fastest **Traditional** Raft

Race 1st Place for the Fastest **Non-Traditional** Raft

Best Dressed Crew (e.g. pirates, crew special uniform)

Leaky Boat Award for the crew who never gave up and crossed the finish line last

Ribbons (winners of each scoring attribute)

BUILD RAFT: 7:30am–9:30am

All rafts must be fully constructed only at the race site, NOT pre-fabricated.

Only the Patrol Leader (raft captain) and crew are permitted to build the raft.

EXCLUSION ZONE - NO CONSTRUCTION ASSISTANCE

No leaders, adult helpers, venturers or parents may enter the exclusion zone during the raft build.

REGISTRATION: 7AM-9AM

Each Raft must be pre-registered (Troop name, Raft Name, Raft Captain, Scout Names).

Each Raft Captain must confirm registration details BEFORE starting to build their raft.

All Leaders and Parent Helpers must register at the registration table.

INSPECTION/JUDGING: From 9:30AM

Ensure rafts are 'seaworthy' and Crew meet minimum requirements

- **a painter (tow rope) of at least 2 m in length MUST be attached to the raft.**
- proper flotation vest (PFD), and
- enclosed footwear (sneakers or boat shoes).

Scouts need to be able to swim 50 metres.

START: FROM 10AM

Le Mans Start – all rafts together

RACE COURSE:

ONE or TWO marker buoy(s) approximately 50 metres from shore.

TWO correct roundings of the buoy(s) with an optional Crew Changeover.

CREW CHANGEOVER POINT:

Additional scouts can Changeover at the half way point.

RUNNING AGROUND:

If a raft runs aground (sandbank or weeds), the crew may climb off raft and push to deeper water.

SAFETY BOAT/S:

A safety boat with 2 persons will be in attendance to assist with any raft or crew in difficulties.

There may be 2 additional safety kayaks.

CREW BEHAVIOUR:

The Scout Law and Promise will apply at all times on and off the water.
Crew members are NOT ALLOWED to deliberately leave the raft, hold onto it or swim away.

SPECTATORS: Spectators are welcomed back in 2025. Spectators are to stay behind the marked boundary throughout the event. An official photographer will be allocated to the event to capture photos of all rafts and participants.

PARTICIPANT EQUIPMENT:

Scouts to bring swimmers, sun hat, water shoes (enclosed), water bottle, snacks, bag, towel, warm clothing, sunscreen and dress up costumes.

JUDGING:

All leaders are requested to attend the Leader meeting at 8:00am. Each leader will be required to participate in the judging. No prior experience required.

Raft Race Organisers

Ku-ring-gai District Scout Leaders:

Kevork Temisgian (DSL): Mobile 0438 898 188, Email Kevork.Temisgian@nsw.scouts.com.au
 Kevyn Lockyer (ADSL): Mobile 0427 413 959, Email Kevyn.Lockyer@nsw.scouts.com.au

